FRACAS™

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CONTROL DATA

StorageMaster Media

Premium Series
5.25-Inch Flexible Disks

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LOADING FRACAS (Cassette Version)

FRACAS can be played on both the Apple II and the Apple II Plus. The integer BASIC version is on one side of the cassette and the Applesoft version is on the other. Insert the tape into your cassette recorder with the appropriate side facing upward and rewind the tape. Get into BASIC and load the tape with a normal LOAD command. This load takes about 1½ minutes. Be ready to turn off the tape player as soon as the program is loaded and the flashing cursor returns to the screen.

Now RUN the program. If you are using the Applesoft version, the program will self-initialize. Rewind the tape during this initialization process. If you are using the integer BASIC version, the following message will appear:

TO CONTINUE OLD SCENARIO, ENTER O
OTHERWISE PRESS RETURN

This allows you the option of loading a scenario that you have saved from a previous game. The normal procedure will be to start a new game by simply pressing the return key. You will be prompted to start the tape playing again and press RETURN. This will load the data for the PAROFH TOWN scenario. At the end of this second load you will receive the message "WELCOME TO PAROFH TOWN." Stop the tape player and rewind the tape. You are ready to play FRACAS.

If you are loading a previously saved scenario, you must be sure that you have the correct tape loaded in the recorder and cued to the beginning of the saved scenario. Enter O (for Old). You will be prompted to start the tape playing and immediately press return. Wait for the 'WELCOME" message, then turn off the tape recorder. Please note that it is not possible to save scenarios when using the Applesoft cassette version of FRACAS.

PLAYING FRACAS

To begin the game you must establish one or more characters. FRACAS asks you to "add players." Read the following two sections, CHARACTERS* and CREATING YOUR OWN CHARACTER*, to get an understanding of the characteristics that the "players' can have.

*Described in a later section.

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After the player(s) have been defined, you will be asked to select the game speed. Beginners may wish to start off with the SLOW speed, but after playing for a while you will want the display to move faster. The display speed can be reset at any time during the game (see ESC OPTIONS*).

The SEQUENCE OF TURNS* will be determined by the computer. When it is your turn to play, FRACAS will display your current location and surroundings (SCENE DESCRIPTION*). You must select your OPTION* and make any MOVEMENT* allowed. If you decide to attack, your BATTLE* will be resolved before the next character takes a turn.

The game continues as long as any player's characters survive or until you have accomplished your pre-established GOALS* and elect to stop. By pressing the ESC key while your character is blinking you will be able to select any of the special ESC OPTIONS*. Among these options is the ability to save a copy of the game on cassette tape so that you can continue an interrupted game later.

CHARACTERS

Each player of FRACAS may control one or more characters. You may play solo against the computer, or with several of your friends cooperating or competing with you.

Whenever the computer gives you the opportunity to create a character, it will first ask you for the character name. This name may be any combination of letters, numbers, spaces, and punctuation marks. You will then be asked to specify your character alliance. This is the color of your character, entered as a number from 1 to 6. You cannot attack another player of the same alliance. No computer controlled character has an alliance from 1 to 6, so you will be able to attack any computer character (and they can attack you!).

Each character may start at the beginning location (B) or at a random location (R). Starting out randomly